

Third Grade
Trailblazers Unit 1

“Sampling and Classifying”

North Carolina Standard Course of Study

<http://www.ncpublicschools.org/curriculum/mathematics/scos/2003/k-8/21grade3>

MTB Correlation to NCSCOS

<http://www.kendallhunt.com/uploads/2/CORR-NC-MTB2.pdf>

Unit Activities

- Students gather, organize, graph, and analyze data about the length of first names.
- Students practice mental computation with addition while playing a simple game.
- During a lab, students take a sample and make predictions using the TIMS Laboratory Method.
- Students design and solve puzzles to develop logical reasoning skills and practice addition.
- Students discuss the difference between cooperative learning and cheating.
- Students solve word problems involving addition and subtraction. The context of the problems is based on the first three lessons.

Unit Vocabulary

Data table	Horizontal axis	Most common number	Prediction	Value
Variable	Vertical axis	Population	Sampling	Value
Variable	Vertical axis			

Third grade glossary link: <http://www.kendallhunt.com/index.cfm?PID=234&PGI=0>

Unit Manipulatives/Supplies

Self-adhesive notes	150 index cards	Playing Cards – 15 sets	15 Margarine or yogurt tubs	3 different types of dried beans (lima, pinto, navy)
Measuring spoons – teaspoons - 15	15 Large spoons or scoops	Scissors		

Unit Assessment Indicators

- Can students communicate solution strategies verbally and in writing?
- Can students identify and use variables?
- Can students make and interpret bar graphs?
- Can students collect, organize, graph, and analyze data?
- Can students use data in tables and graphs to make predictions and solve problems?
- Do students demonstrate fluency with the addition facts?

Unit Literature

- *Tikki Tikki Tembo*, Henry Holt and Company, New York

Unit Software

- *Discover Time* provides practice telling time to the nearest hour, half-hour, quarter-hour, and five-minute intervals.
- *Graph Master* allows students to collect data and create their own graphs.
- *Graphers* is a graphing tool appropriate for young students.
- *Kid Pix* allows students to create their own illustrations.
- *Logical Journey of the Zoombinis* develops thinking skills as students find patterns to solve puzzles.
- *Math Concepts One...Two...Three!* Provides practice estimating and measuring time, money, length, and mass.
- *Numbers Recovered* provides practice with bar graphs.
- *Tabletop Jr.* provides work with data and develops logical thinking.
- *Taking Chances* helps students understand sampling and probability without fractions and decimals.
- *Thinkin' Things Collection 1* develops attribute discrimination, spatial sense, and logical thinking.
- *Thinkin' Things Fripple Town* develops logical thinking and patterning.

Websites to Explore

- Rainforest Math – Click on level D or E and choose “Data” on the bottom row of the menu.

<http://www.rainforestmaths.com/>

You Can Help Your Child

- Help your child look for graphs in printed material such as newspapers, magazines, and books. Discuss the graphs with your child. You might ask questions like:
 - *What information does the graph show?*
 - *Does anything surprise you about the graph? What else would you like to know based on what you see?*

- Encourage your child to talk about the *Kind of Bean* lab. Ask your child what he/she was investigating, how she/he went about it, and what your child found out.
- Point out instances where people have made predictions based upon sample data such as public opinion polls or scientific studies.
- Help your child to create line math puzzles and solve them with a family member.
- Talk with your child about the origin of family names.
- Use beans or pasta to graph the number of letters in each family member's name.